

# Parlour Games<sup>TM</sup>



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**SEGA<sup>®</sup>**  
FROM TONKA

A ONE MEGA CARTRIDGE

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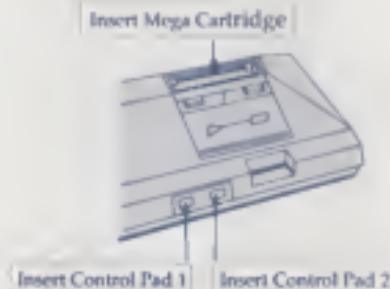
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## Loading Instructions: Starting Up

1. Make sure the power switch is OFF
2. Insert the PARLOUR GAMES™ Cartridge in the Power Base as described in your SEGA SYSTEM™ manual.
3. Turn the power switch ON.

**IMPORTANT:** Always make sure the SEGA SYSTEM is turned OFF when inserting or removing your Sega Card/Cartridge!\*

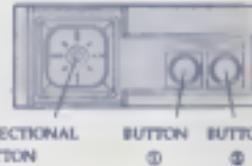
For 1-4 players: Two Sega Control Pads are required. Insert a Control Pad into Control Port 1 and Control Port 2.



## Getting Started

The Sega Control Pads allow you to select the Parlour Game you wish to play, the number of players, and gives you complete control over game play functions.

Since Parlour Games can be played by 1-4 people, Control Pad #1 is used alternately by players 1 and 3. Control Pad #2 is used alternately by players 2 and 4.



### D-Button:

- Moves the select arrow up and down to choose features.

### Button 1:

- Starts game.
- Cancels feature.
- Takes you to previous screen.

### Button 2:

- Push to confirm selections you have made.

When the title screen appears on your TV or monitor, PRESS BUTTON 1 to START GAME. You will see this screen:

Use the D-Button to select which game you want to play and press Button 2.

<b>SELECT YOUR GAME</b>
► BILLIARDS
DARTS
BINGO

If you selected Billiards, turn to page 4.  
 If you selected Darts, turn to page 14.  
 If you selected World Bingo, turn to page 20.

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# Billiards

Parlour Game Billiards has four variations you can choose from. All are 1-4 player games except for Five Ball, which is a 2-player game.

Basic Game	1 to 4 players, or 1 player vs. COM
Nine Ball	1 to 4 players, or 1 player vs. COM
Five Ball	2 players, or 1 player vs. COM
Rotation	1 to 4 players, or 1 player vs. COM

"vs. COM" means playing against the computer.

## Terms Used in Billiards

Here is a list of terms we will use in explaining the four different billiards games.

**Cue:** The stick you use to hit the cue ball with, in order to drive the object balls into the pockets of the table.

**Cue Ball:** The white ball you hit with the cue. You use the cue ball to drive the object balls into the pockets. Every player will use the same cue ball.

**Object Ball:** The colored, numbered balls on the table you strike with the cue ball. The goal of the games is to hit these "object" balls into the billiard table pockets.

**Break Shot:** The first shot, at the beginning of a game, which scatters the object balls.

**Scratch:** Occurs when the cue ball falls into the pocket, with or without the object ball.

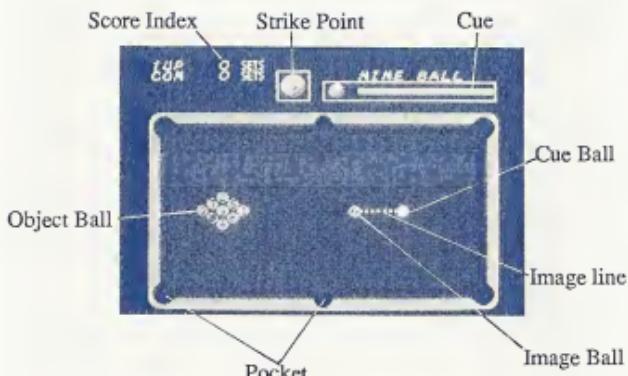
**Cushion:** The inside rim of the table. Cushions can be used for different types of "bank" and "rebounding" shots.

**Sights:** The diamond-like shapes located around the cushion of the table. Can be used for lining up shots.

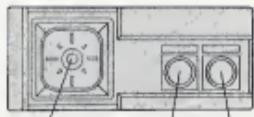
**Foul:** Occurs when the cue ball hits an object ball other than the designated one.

After fouls in the games Nine Ball or Rotation, the next player chooses where the ball that has fallen out will be placed.

## How to View the Screen



## Playing Billiards With The Control Pad



DIRECTIONAL BUTTON  
BUTTON ①  
(D-Button)      BUTTON ②

### D-Button:

- UP to extend the image line.
- LEFT or RIGHT to rotate the image line clockwise or counterclockwise.
- DOWN to bring in the image line.
- UP, DOWN, LEFT or RIGHT to select the striking point on the cue ball.

### Button 1:

- Cancels previous selection.
- Bring you back to the image line mode.

### Button 2:

- Once selections are made, press Button 2 to make the shot.

## How To Shoot

After you have chosen the game and options, the billiards table will appear on the screen.

1. When you press Button 2, the image line will appear from your cue ball.
2. When you move the D-Button the image line will shift, determining the direction the cue ball will travel and where the cue ball will hit the object ball.

### 3. Setting the strike point

The strike point is where the cue stick will "strike" the cue ball. After the image line is placed, press Button 2. The cue stick will begin to move back and forth. At this time you can use the D-Button to move the cross on the cue ball at the top center of the screen. This cross is the strike point.

Where you set the strike point determines what the cue ball will do after it hits the object ball.



**Top spin:** Setting the strike point here will cause the cue ball to continue rolling after you hit the object ball.

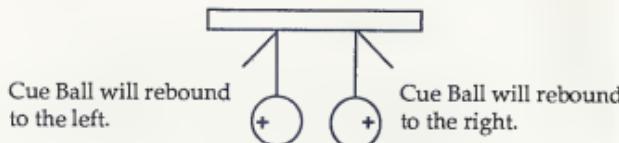


**Stop:** This strike point will bring the cue ball to a dead stop after it hits the object ball.



**Draw:** Using this strike point will cause the cue ball to roll backward after hitting an object ball or cushion.

**English:** Using these strike points will cause the cue ball to travel left or right after hitting an object ball or cushion.



#### 4. Selecting Shot Strength

The cue stick moving back and forth in the upper right corner of the screen is the meter you use to set the strength of your shot.

As a rule of thumb, the less of the cue stick that is showing, the more powerful your shot will be. When the cue stick reaches the desired level of strength, press Button 2 and the shot will be made.

It will take practice to determine how much force is best for different types of shots.

#### 5. Scratch

If you shoot and the cue ball falls in a pocket, it is called a scratch and the next player takes his or her turn.

#### 6. Game Over

When the game is over you have two options to choose from:



**YES** : Play the same game again  
**NO** : Play a different game

If you select NO, you can choose another billiards game, or press Button 1 and return to the main menu.

## Billiards Games

### Basic Game

This is the easiest billiards game to play and understand.

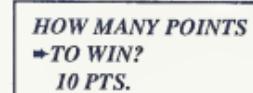
The object is simple: Use the cue ball to drive the object balls into the pockets for points. The first player that reaches the set number of points wins.

### To Play

1. Choose the basic game from the Billiards menu. You'll see this screen:



2. Use the D-Button to select the number of players and press Button 2.
3. Select the number of points to win, from 1-200. Use the D-Button. If you press UP, the point total will increase.



4. When points to win are selected, the game begins.

## Scoring

Players get 1 point for each object ball they sink in the pocket. Balls may be sunk directly or indirectly. Players can shoot at any color or numbered ball.

If the number of points to win is higher than the number of object balls on the table, the computer will automatically rack the balls for the next round. The player who is currently shooting will break, and the game can continue.

This continues until the selected number of points is reached.

## Nine Ball

The object of Nine Ball is to sink the number-nine object ball after sinking the other object balls in numerical sequence, i.e., "1, 2, 3, etc."

## To Play

1. Select the number of players. If the computer is chosen, select the computer's skill level.
2. Select the number of sets to win. Each complete round of play, from break shot to the sinking of the nine-ball, is considered a "Set."

The game begins with the first player making the break shot. If the nine-ball is sunk on the break, that player automatically wins the set. If not, the lowest numbered ball on the table becomes the object ball. Player must shoot at that ball until it is sunk. Then the next lowest numbered ball becomes the object ball.

If the player misses the object ball or hits another ball besides the object ball first, a foul is called and next player has a choice of replacing the cue or object ball. Make your selection from the screen with the D-Button and press Button 2.

If other balls are knocked into the pocket while the player is shooting at the object ball, the player keeps on shooting until they either foul, miss or win the set. There are no points awarded for sinking the object balls. The player who sinks the nine-ball wins the set.

## Five Ball

Five Ball is a two player game. There are nine balls on the table divided into two groups, Low Side and High Side.

Low Side: Balls 1 - 4

High Side: Balls 6 - 9

The object is to sink the balls of your selected side, then sink the fifth ball to win.

## To Play

1. You can play against a friend or against the computer. If the computer is a player, then select the computer's level of difficulty.
2. Select the number of sets to win, and press Button 2.
3. Select High Side or Low Side.

**SELECT YOUR SIDE  
(PLAYER 1)**  
► **LOW SIDE**  
**HIGH SIDE**

There is no order necessary to sink the balls on your side. Aim for the one that is easiest to hit.

But if you shoot and hit or sink your opponent's ball before your own, you lose your turn and your opponent shoots.

After you have sunk the balls on your side, try to sink the five-ball. The player who sinks all the balls of his selected side and the fifth ball is the winner of the set.

## Rotation

The object of rotation is to reach the selected number of points to win by sinking the object balls in numerical sequence. In rotation, each object ball sunk gives the player the number of points equal to the object ball's numerical value: i.e., sinking the "10" ball would give the player 10 points.

## To Play

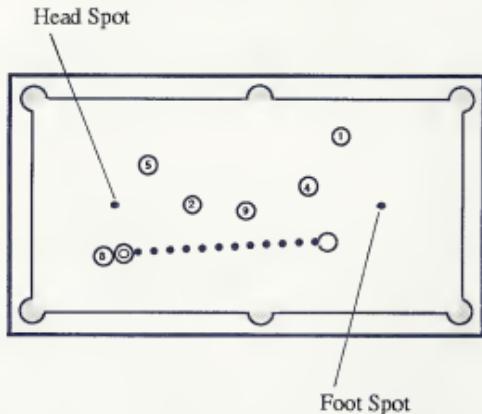
1. Select the number of players with the D-Button and press Button 2 to enter.
2. Select the number of POINTS TO WIN. Pressing the D-Button UP will increase the points, pressing DOWN will decrease the points.
3. If the computer is a player, select the computer's skill level.

The game begins with player 1 making the break shot. Any balls that are sunk on the break shot are scored to player 1. If player 1 fails to hit a ball on the break shot, a foul is called and player 2 shoots. If player 1 scratches on the break, any object balls sunk are returned to the table and player 2 shoots.

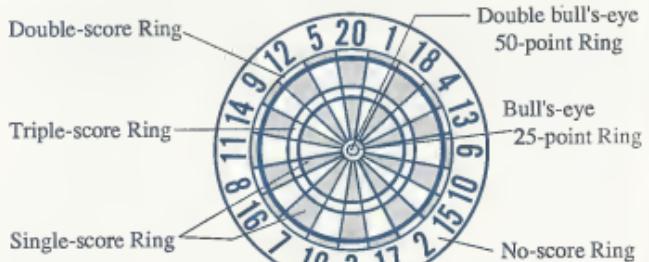
After the break shot, the lowest numbered ball on the table becomes the object ball. When it is sunk, the next lowest numbered ball becomes the object ball.

If other balls are sunk in the process of sinking the object ball, the player who is shooting gets the point equivalent of those balls.

When a shot is made and does not touch the object ball first, a foul is declared and the next player takes his or her turn. When a scratch is made, all balls sunk on that shot are returned to the table and the next player may shoot.



## Darts



Parlour Games™ Darts gives you four dart games to choose from. Each is played on the same type of dart board. Although the rules for each game vary, each player throws three darts per turn.

### To Play:

1. Select the game you wish to play with the D-Button and press Button 2. You can select 301, 501, ROUND THE CLOCK or DOUBLE DOWN.

**SELECT YOUR GAME**  
 ➤ 301  
 501  
 ROUND THE CLOCK  
 DOUBLE DOWN

**HOW MANY PLAYERS**  
 ➤ 1 PLAYER  
 2 PLAYERS  
 3 PLAYERS  
 4 PLAYERS  
 VS. COMPUTER

2. Select the number of players, 1 - 4 or vs. the computer, with the D-Button and press Button 2. If the computer is chosen as a player, select the computer's skill level.

3. Select the weight of the darts you wish to use...LIGHT, MIDDLE, or HEAVY. Practice will teach you which is the best weight for your style of play.

**SELECT THE WEIGHT OF YOUR DART**

**PLAYER I**  
 LIGHT  
 ➤ MIDDLE  
 HEAVY

4. The game begins. You will see this screen.



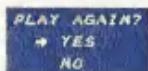
### To Throw Darts

1. Use the D-Button to move the player/thrower left or right under the dart board number you wish to throw at.
2. PRESS AND HOLD DOWN Button 2. The throwing sub-screen will appear. You will see a profile of the player/thrower, the red power meter and the release point. When the power meter is fully red, your throw will be strongest.
3. When the meter reaches the strength at which you want to throw, release Button 2. The release point token will move right to left. This determines the height the dart is released at. When it reaches the height you desire, press Button 2 again. The dart will be thrown at the dart board.

**NOTE 1:** If the power is not strong enough, the dart will not stick in the board.

**NOTE 2:** If you let the release point token get too far to the left, the dart will strike under the board and will see this sign: "OUT OF BOARD." Practice will help you determine which release point to use.

When the game is over, you will see an options menu:



**YES** : to play the same game again

**NO** : to play a different game.

## Dart Game

### 301

In 301, each player starts with a score of 301 points. The winner is the first one to reach zero points. Each throw of the darts determines how many points are removed from the player's score.

If a player's point total for a throw drops below zero, EXAMPLE: player had 10 points to go and throws a "20," the player "BUSTS" and his or her score returns to what it was before the throw was taken.

301 has three options for the first and last shots of the game:

**OPEN OR DOUBLE ?**

► **OPEN IN, OPEN OUT**

**OPEN IN, DOUBLE OUT**

**DOUBLE IN, DOUBLE OUT**

**OPEN IN, OPEN OUT:** Makes no difference where the first and last dart goes, as long as you don't bust.

**OPEN IN, DOUBLE OUT:** The first dart can land anywhere. The game can only be ended by a player hitting the double ring to score the number of points needed to "zero out."

**DOUBLE IN, DOUBLE OUT:** The first and last darts must hit double rings for the game to begin and end.

### 501

501 has exactly the same rules as 301. The only difference is that each player starts with a score of 501 points, and must reach zero first to win.

## Round The Clock

The object of Round The Clock is to throw your darts into the numbered areas 1 - 10 in sequence to win. As with every dart game, players can make three throws during each turn.

Up to four can play, or the computer can be chosen as a player. If so, select the computer's level of skill.

The game begins with each player aiming at area number 1. When a player hits this number with their dart, a mark is placed next to the number on the scoreboard and they can throw for the next number.

ROUND THE CLOCK	
IUP	COM
1 6	1 6
2 7	2 7
3 8	3 8
4 9	4 9
5 10	5 10

If a number is hit out of sequence, i. e., 3 is hit before 1, no mark is counted and the player keeps on throwing until his or her turn is over.

Since the object is to hit numbers 1 - 10 in sequence, there is no score point total. Hitting the double or triple rings will not increase your score.

## Double Down

As with Round The Clock, the object of Double Down is to hit a series of numbered areas in sequence. But in Double Down you:

1. Begin the game with 40 points and add additional points for every number you hit.
2. Get double or triple points when you hit the double or triple rings.
3. Use a double ring, a triple ring and the bull's-eye as targets.

4. Lose half your points if you fail to hit the targeted number during your turn.

Up to four can play, or the computer can be chosen as a player. If so, select the computer's level of skill.

When the game begins you will see the score screen.

IUP	COM
15	
16	
D	
17	
18	
T	
19	
20	
B	

If a player throws and hits number 15 on the first throw, a score total of 55 is marked on the board and the player can shoot at the next number, 16.

If a player makes his or her three throws and fails to hit 15, they are marked with a half score...20 points. As long as you hit one number in sequence per turn, your score will not be reduced.

The most difficult aspect of Double Down is finishing the game. To finish the game, you must hit the bull's-eye...the smallest target on the board. Even if a player has a high score, failing to hit the bull's-eye will result in that score being reduced to half.

## Helpful Hint

The first few times you play, choose the computer as a player and watch how it shoots. Learning from the computer will provide winning strategies for you to use.

## World Bingo

World Bingo combines the fun and action of slot machines and bingo. In this game it is possible to win fortunes and lose them...without going bankrupt!

The object is simple: Make progressive bets to win a fortune.

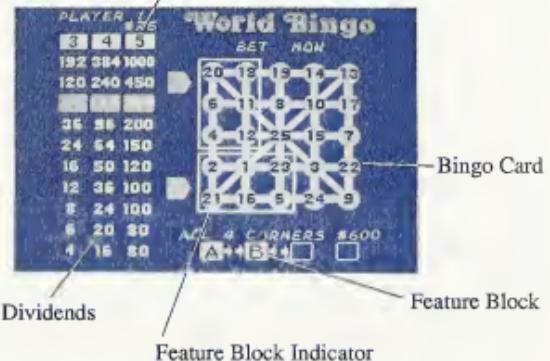
Up to four can play. Select the number of players and then, how many games you wish to play, from 1 - 20.

### Playing World Bingo

Players begin the game with \$100. They can bet any amount, from \$1 to \$100. The higher the bet, the higher the payoff.

Player #1

Wager



### Betting

When the game begins, "BET NOW" will flash at the top of the screen. Use button 2 to bet. Each time you press Button 2, the amount you bet will increase by \$1.

As your bet increases, 4 things will happen:

1. The dividends (payoff) will increase.
2. The feature blocks will light up.
3. The center spot will turn red.
4. You will see the statement: "ALL 4 CORNERS \$300 (\$600)," or "ANY 3 CORNERS \$600."

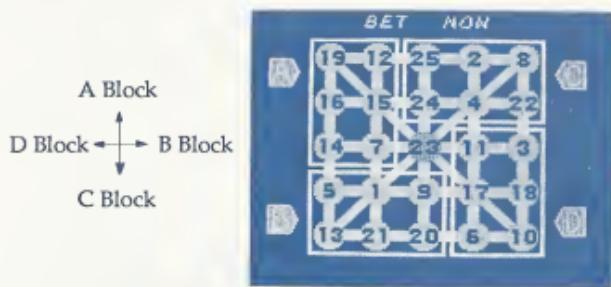
### Dividends

Dividends are the amount payed to you for making a particular sequence: three-in-a-row, four-in-a-row and five-in-a-row. The more you bet, the more you stand to win. The dividends selection increases randomly as your bet increases. If a player makes two "three-in-a-rows" in one round, he or she is only payed for one combination.

## Feature Blocks

The World Bingo board is divided into four blocks, labeled A, B, C, and D. As your bet increases, each block lights up. Once a block is lighted, you may move the numbers within that block after the bet is completed and the first spin is made. You may move the feature blocks during a total of four spins.

### To move the feature blocks:



"ALL 4 CORNERS \$300 (\$600)" or "ANY 3 CORNERS \$600."

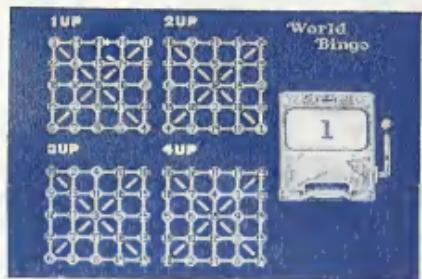
When this appears, getting numbers in three or all four corners will win you the amount of money shown.

## World Bingo Cards

After your bet has been made, and before the first spin is taken, you may select which World Bingo card you wish to bet on with the D-Button. As you press it, the numbers on the card will change randomly. When you reach the desired combination, press Button 1 to take the first spin.

## Spinning the Wheel

When all bets have been made and the World Bingo cards chosen by all players, pressing Button 1 brings you into the gambling screen:



To spin the slot machine, press Button 1 or Button 2. When the machine stops spinning, you will see a number with a smiling face or frowning face next to it. If you have a smiling face, you won a number (!) and it will light up on your World Bingo card. If you have a frowning face, you get to spin again. Each player spins for a total of five numbers.



Smiling Face



Frowning Face

If you get a frowning face, you keep spinning until you get a number.

When you get a number, you return to the betting screen. Now, you can move around the numbers in the feature blocks to your advantage. (EXAMPLE: If you have a center spot number, you could move a number in feature block A next to it for "two-in-a-row," trying to make a "three-in-a-row.")

When feature blocks have been moved, press Button 1 or Button 2 to return to the gambling scene.

**REMEMBER:** You may move the feature blocks a total of three times. After the third time, "GOOD LUCK" will flash on the screen. At this point you have two more spins left. Lady Luck will determine the outcome.

If you lose all your money and more than 1 game has been selected, you "BUST" and are out of the game.

When the game is over, you will see the option menu with the choices of:

**PLAY AGAIN?**

• YES  
NO

**YES :** Play another round of the same game.

**NO :** Select a different number of World Bingo players/ games.

## Helpful Hints

- World Bingo is a game of chance. The dividends, lighted feature blocks, center spot and other options will appear randomly. Use them in your playing strategy.
- If you are playing more than 1 game, don't bet all your money at one time. It is possible to win it back...and more...in the next game.
- Move the feature blocks to your advantage. It's possible to make three or four in-a-row with one or two spins left!
- Remember that getting all 4 corners pays off big...but is a risky gamble.

# Scorebook

Date		
Name		
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## Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

## 90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

### 90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

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